

"Landscape planning rules in designing new cities in Iran"

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Introduction:

New cities differ from more elder cities which are built gradually overtime due to several reasons. The new cities don't follow any program and are built on unused areas and through natural environments .their construction happens due to increasing demands through awareness and thoughts, in other words newly developing cities are based upon previously made plans in hope to achieve a successful community for the residency of social groups.

Unfortunately, in Iran as a developing country the fact that the building of these new cities have started twenty years ago, statistical analysis show they haven't reached their goals. Despite work being commenced in new cities here most remain uncompleted and the respected population has not yet been achieved and In the opinions of most experts many problems exist in the construction of these cities.

Buildings and accessibilities form the important base in the new cities. By comparing traditional Iranian cities within the new cities we find that two important factors involved Iran's traditional cities, namely human and the city. In new cities, the human factor doesn't seem to have any role in the city and this has made these cities unpopular. These places still don't have the necessary vitality and there are no memorable special characteristics or attractive features to allow habitants to become accustomed or adapted to their city and these new cities aren't livable enough and are only used for accommodation, occasionally their facilities are also poor.

Aim:

The aim of this article is to investigate the problems associated with the new cities and through study of several examples become able to answer the questions regarding the role of landscape through these new cities. In addition the individual and general solutions to unpopular Iranian cities will be identified.

Keywords : Landscape planning rules, Iranian New cities, Identity, Urbanism.

Description:

New cities those that are built and created on empty lands in a natural environment. This creation and construction take place thoughtfully by recognizing general needs.

In other words, new cities are built(created) with a design which is planned.

With the hope of the cities becoming after the initial stages of construction and with the residence of different economical and social groups as a typical city and find their urban life, and on this basis, They will attract new groups of people with their own specific goals and they come to live in these cities, in order to reach these goals.

New cities differ from old cities which are built gradually over time due to several reasons. From a total of 17 new cities of which most are uncompleted, none of them have come close to attracting their predicted populations. Several researches show that new designed and constructed cities in Iran have lots of problems as the experiences are unsuccessful in general reasons.

Reasons why new cities in Iran are unsuccessful

- ❖ Not enough jobs in these new cities and the fact that they are mainly used for accommodation only.
- ❖ Not having enough public, cultural and recreation or leisure facilities.
- ❖ Due to high housing costs, habitants with low incomes are the first habitants to move to these cities.
- ❖ Lack of sufficient public spaces and therefore reduction of social and cultural interactions.
- ❖ Lack of vitality and social life.

These are the problems and deficiencies of the new cities in Iran and this has lead to questions about the policies for building new cities in Iran.

In this article we are not going to talk about all of these weaknesses, but the aims to find out why these new cities don't have true identities and lack vitality and then propose solutions which will be able to solve the problems of the new cities.



Figure no 1: Majlesi; a new city in Isfahan
<http://i19.tinypic.com>

In new cities buildings are the fundamental cells of the city. Everything begins from buildings and dwellings. In the second stage the way these are arranged together and their accessibility will form the city.

Finally this will create a complete form named the city. These complexes are not built with Historical identities. It's obvious that what we see in the design management and construction of these cities is the presence of a decision and is based on one persons decision only.

Its he/she who decides what the structure of the city should look like. The final result creating either a typical city or one with variety based on modern concepts. Through this kind of method



Figure no 2: parand; a new city near Tehran; used for accommodation (www.parand-ca.com)

the level of intervention by resident will reduce to zero. Therefore the result of one individuals decision will be artificial and rather than showing the morbid. Participation of the city dwellers.

What we observe in ancient cities of Iran such as people, their lives, culture etc are the factors which are not seen in this system management and this is the reason why new cities in Iran are so morbid today.

In traditional urbanism in Iran we find two important factors: one is the master plan which is flexible and the other are people which built their houses with Their own taste within the frame work of regulations.

In the continues of modernism in the architecture, field crowded of building and complexes are built. Though these residential places have poor facilities.

City development; Interaction between human and city

The human is the person who builds the city and he is the one who grows in this city. So human and the city are in interaction with each other and this interaction which makes belongings to the place. In Iran's traditional cities, we can see this interaction between the city and the human(habitants). This interaction will bring belongingness and memories. The city is not just structure for an in Isfahanian, Shirazian and Tehranian citizens. In other words the city is not only collection of brick, clay, stone and glass which are put together to live in, but the city is full of collective memories which links he/she to himself/herself. Tehrani, Shirazi, Isfahani.

But in these new cities, what has been leaven out in the design and construction management is the persons habitants role which is going to live there.

In other words we build the city and then we tell the habitants to come and live in it. Actually those are not called citizens but they are just habitants." In new cities people are habitants more than being residents. He/she by his own will or not, willingly or forced

has chosen to live in the new city. He/she has accepted to live in a place without any familiar elements “(habibi, 2006: 143).

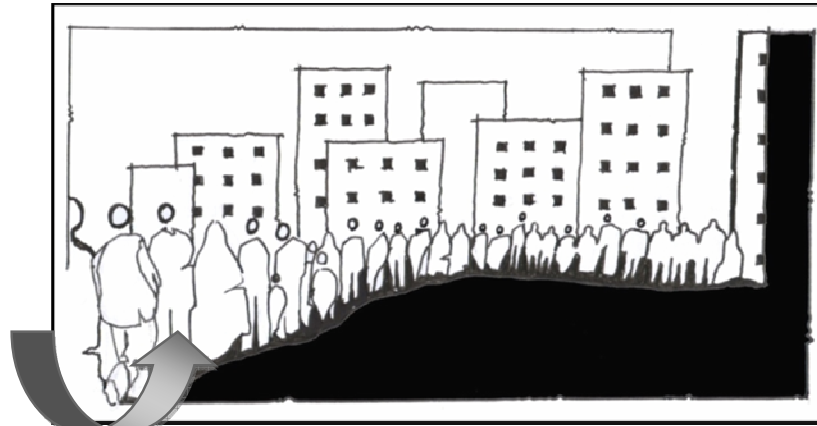


Figure no 3: We built the city, then we tell the habitants to come and live in.

These cities are far from Identity and collective memories. Most of the new cities are arid and people are not interested to live in them. City's identity could be described by this meaning: a strong desire in citizens to return to their city even after a long time departing from it (Ismaeelpour, 2006:24).

Regarding to Lynch, Identity is obtained through a long time living in a place and getting accustomed to it (Lynch, 1984:8). And this makes place memories in the residences minds. Unfortunately history is what we don't find in these new cities. This factor with human's role in building cities both are the main creators of unsuccessful practices of new cities in Iran and most of other countries.

Landscape planning rules

The best way in building new cities in the first stage is landscape planning, which finally ends to a design.

A) The first point which must be improved in landscape planning regulations in new cities in Iran is the main aim of creating new cities, which has just been studied from a quantity aspect and is just a response to the need for dwellings without noticing the social and economic needs of cities and in this in turn, has lead to public spaces and urban areas to be forgotten.

As is was discussed before this will cause the destruction of these new cities. Public spaces are places with collective memories which can be achieved for residents which don't have any memories of their city.

So, in the first step we should abandon the thought that the aim of creating new cities is to provide settlement only. This is the reason that new built cities in Iran are only used for accommodation.

Also, considering economic issues of residents plays an important role in creating efficient places for accommodation. This will be discussed in a separate article.

B) What makes the landscape planning rules important is making decisions about specifics and limits of interference in designing new city. In other words in designing a new city we are confronted with a mutual relationship; at the first side are the users, which are going to be the residences of the city and should be able to take part in building their settlements and at the second side there is the landscape plan of the city in order to create a desirable image and it considers urban spaces and infrastructures are provided by the public sector.

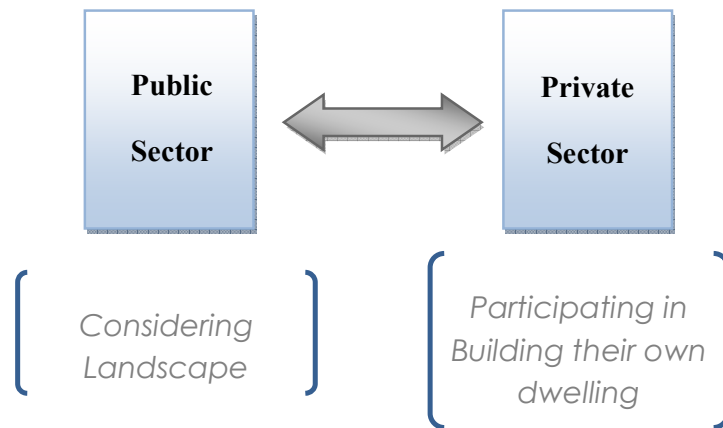


Figure no 4: private/public sector diagram

Here need of landscape planning shows itself. In landscape planning the main step is to define peoples role in addition to the government's role.

It's the public sector and the government who provide the infrastructure and implement renovation plans and designing public urban spaces provides a basis for the presence of the public. Therefore if the government's performance would be implemented completely, the participatory of the new residents in building new city and its future development could be expected.

Otherwise the hope for the intervention and participation of the public would be aimless. People won't be able to take part in building their own cities and if this happens, land will be given to high-density building developers who will build recurrent and ugly residential complexes with undesired implementations.

Solutions

Now the question is *what is the solution?*

In this article the authors are looking for solutions in two micro and macro levels to solve the problems which has made these cities arid and not having affiliation.



Figure no 4: public spaces are places where collective memories could be achieved. (<http://sf.curbed.com>)

In the micro level:

First:

It is obvious that we cannot bring history to new cities. But at least we should provide the formation background elements of history through time and place in new cities. So that this city must not lack collective memories for future generations. Public spaces play an important role in these cities and in this places collective memories would be achieved for the residences which don't have any memories of their city.

New cities are deprived of identity because of the lack of history, culture and collective memories of space. Although there are some of factors we can use in designing cities in order to create identity. City's identity is known as natural environment, climate, manner, languages, ceremonies and etc... . In addition we can find Identity of a city through its public spaces. For having a memorable city with a strong identity each city's areas must be equipped with public spaces with proper proportions and aesthetics. And also they should be able to response residences needs. By this work we create an object, which will make identity aspects such as memories and images.

Second:

Making suitable urban infrastructures and job opportunities for the residents in order to have a tendency towards staying and living in these cities. Lack of facilities will cause the residences to leave these cities due the problems as soon as they'll find better living conditions. So what we observe is the entrée of many new residences to these cities and previous and initial residences are leaving those cities.

In the macro level:

One of the main problems in designing new cities, is that the peoples role as the residences of those cities is been ignored. And this is because of managers and politicians approaches towards designing new cities; in the management of new cities, decision is made upon ones opinion ; a power oriented approach as it was discussed before. This

is a weakness of policy making, people's tastes should be recognized and considered when making decisions, in other words a participatory approach. This will help the project not to just depend on government resources and makes approaches which the residents (which are mostly low income) will be able to participate in the project.

Conclusion

In present time new cities are used as accommodation. This is a big problem and puts direct effects on right functions of cities. Cities must have nodes which play an important role in special cases such as recreation, shopping and other human needs. From these nodes, residences will get into touch together and passing time will bring affiliation to the environment and makes collective memories in the citizen's minds (Beheshti, 2007: 66). Multifunctional urban spaces are hearts of cities and the function of city's public spaces should be studied carefully as these functions will bring vitality to the city. Several functions must relate each other and night functions must be seen in designing public spaces.

Some solutions can be presented through Identity of designing new cities in Iran at micro and macro levels:

Solutions

In macro levels:

- ❖ Guiding the planning and design towards participatory methods, in order to people would take part in forming their living space and this makes affiliations to the environment.
- ❖ Making changes in the manager approaches towards live and active environments, with life qualities which needs the presence of all professions related to urban issues.

In micro levels:

- ❖ Making places that will be able to make collective memories for the residences such as memorial statues, landmarks and

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